

PROGRAMACION

XX Conferencia Latinoamericana de Tecnologías de Aprendizaje – LACLO 2025

Día 1 - Martes 4 de Noviembre

Hora	Actividad
7:30 - 8:30	Registro
8:30 - 9:15	Instalación del Evento
9:15 - 10:15	Conferencia Magistral: Inteligencia Artificial en Educación: Entre la Transformación y la Regulación PhD. Carina Soledad González González
10:15 - 10:45	Coffee Break
10:45 - 12:00	Conferencia Magistral: Investigación para la innovación: Un enfoque desde la creatividad PhD. César Darío Guerrero Santander
12:00 - 14:00	Almuerzo Libre
14:00 - 15:45	Ponencias: Sala 1 - Educación a Distancia y Nuevas Estrategias
	59 - Distance Education in Brazil: A Critical Analysis of the New National Policy and Epistemological Contributions to Educational Policy Research - Autores : Dias, Francis Pereira; de Espíndola, Marina *
	61 - Bridging Resource Gaps: Research informed Guidelines for Integrating Computational Thinking in Iberoamerican Mathematics Education Autores : Quiroz Vallejo, Daniel*; Jiménez-Gómez, Jhonatan; Carmona-Mesa, Jaime Andrés; Villa-Ochoa, Jhony Alexander
	73 - Using Logs to support Programming Education Autores : Nascimento, Gilmar*
	77 - Data Literacy for High School Students: An Extension Experience with Computing Undergraduate Autores : Bordin, Andrea*; Barcelos, Welinton; Kramer, Mateus; Carvalho, Lydia ; Cechinel, Cristian; Munoz, Roberto
	105 - Flexibility, sustainability, and online academic performance: A mediational analysis of autonomy and self-regulation Autores : Chicana-Huanca, Sandra; Cortez-Rojas, Scott; Duche-Pérez, Aleixandre; Mamani-Condori, Fanny; Gutierrez-Aguilar, Olger*
15:45 - 16:15	Coffee Break
16:15 - 18:00	Ponencias: Sala 1 - IA en Educación y Entornos Digitales
	49 - Human Digital Twins and Hybrid Human-Artificial Intelligence: Building Trustworthy, Collaborative, and Human-Centered Environments to Foster Student Engagement and Learning Outcomes Autores : Silveira, Ismar*; Cardoso, Alexandre; Gomes de Siqueira, Alexandre; Farinazzo Martins, Valéria; Eliseo, Maria Amelia; Soares de Oliveira Neto, João; Venkatakrishnan, Roshan; Grill, Brandon; Varshavsky, Antin; Lok, Benjamin
	63 - Designing a Generative AI-Powered Intelligent Tutoring System for Introductory Programming: A Teacher-Centered Requirement Analysis Autores : Henning, Mauricio*; Ramos, Vinicius; Gracioli, Giovanni; Cechinel, Cristian
	82 - Large Language Models and NLP in Learning Management Systems: A Systematic Review of Dropout Interventions Autores : Miranda Cruz da Silva, Gabriel*; Herpich, Fabricio; Carradore Sérgio, Marina; Muñoz, Roberto; Ramos, Vinicius; Marques Queiroga, Emanuel; Bordin, Andrea; Cechinel, Cristian
	104 - Engagement, Motivation, and Use of Artificial Intelligence in Secondary Education Autores : Tomaylla-Quispe, Ygnacio*; Gutierrez-Aguilar , Olger; Chicana-Huanca, Sandra; Saravia-Ramos, Francisco
	110 - Designing LLM-Based Educational Chatbots with Pedagogical Grounding Autores : Morales, Agustina ; Gil, Federico ; Tift, William; Tansini, Libertad; Motz, Regina*

Día 2 : Miércoles 5 de Noviembre

Hora	Actividad
7:00 - 8:00	Registro
8:00 - 9:00	Conferencia Magistral: ¿Si la inteligencia artificial pudiera entender cómo aprendemos en América Latina? PhD. Eveling Gloria Castro Gutierrez
9:00- 9:30	Coffee Break
9:30 - 12:00	Sesion de Ponencias: Sala 1 - innovación en el aprendizaje
	57 - Use of Tracker and GeoGebra in the interdisciplinary and contextualized teaching of functions: design of didactical situations and impact on academic performance Autores : Torres, Raúl*; Bravo, Fabián
	62 - Conceptual design of the PANEG framework: A neurocognitive adaptation of MoCA to analyze the use of generative AI in university students Autores : Vizcaino , Oscar; Toscano De la Torre, Beatriz Angelica; Ponce Gallegos, Julio; Silva Sprock, Antonio*
	110 - Designing LLM-Based Educational Chatbots with Pedagogical Grounding Autores : Morales, Agustina ; Gil, Federico ; Tift, William; Tansini, Libertad; Motz, Regina*
	99 - MyFirstBraille: a serious game as a mediator of Braille learning in children with visual impairments Autores : IBARRA, MANUEL*; Arias-Figueroa, Kevin A. ; Ccolque Ruiz, Betsabe Milagros ; Criado Huaylla, Luz Liliana ; Gamarra Chipa, Roel Waldiry ; Ibarra-Cabrera, Eliana M.
	102 - Influencing factors in academic engagement mediated by virtual learning attitude. An experience with TikTok in university students Autores : Gutierrez-Aguilar, Olger*; Duche-Pérez, Aleixandre; Tomaylla-Quispe, Ygnacio; Chicana-Huanca, Sandra
	106 - Ergonomic factors that promote school performance mediated by motivation in primary school students Autores : Cayllahue-Huaman, Mary; Benavente-Suyo, Alejandro; Falcon-Soncco, Rosmery; Gutiérrez Aguilar, Olger*
12:00 - 14:00	Almuerzo Libre
14:00 - 15:45	Sesión de Ponencias: Sala 1 - Tecnología Educativa e Inclusiva
	11 - AI-assisted feedback in online teacher training courses Autores : Capdehourat, Germán*; Castelo, Daniel; Curi, María Eugenia; García, Sofía
	15 - Arte na rua [Street Art]: A Digital Game to Support Art Education in Secondary Education Autores : Fonte Abi Daud, Laura; Eliseo, Maria Amelia*
	21 - A Framework for Developing Digital Learning Objects for Culturally Diverse and Low-Connectivity Contexts: Insights from Amazonian Communities Autores : Pinto-Junior, Joelias*; Camargo Caetano, Vinicius
	30 - Non-ICT Students' Perceptions of Learning Programming Skills in Higher Education Autores : Rodello, Ildeberto*
	36 - “Gráfica popular” as a pedagogical resource: Feasibility and contributions in educational settings in Guayaquil Autores : Robles, Monica; Manzano, Georgina*; Solórzano, Nayeth
15:45 - 16:15	Coffee Break
16:15 - 18:00	Sesion de Ponencias Sala 1 -Análisis de Riesgo, Datos y Educación Abierta
	40 - Predicting Academic Risk in Latin American Higher Education: A Scenario-Based Analysis Autores : Schmidt, Augusto*; Primo, Tiago; Ramos, Vinicius; Muñoz, Roberto; Bordin, Andréa; Cechinel, Cristian; Rodés-Paragarino, Virginia; Queiroga, Emanuel
	46 - Open Data as a Tool for Technological Extension: Enriching Computer Science Education Through Civic Engagement Autores: Bordin, Andrea*; Guedes, Rodrigo; Kramer, Mateus; Garcia, Luiza; Cechinel, Cristian
	47 - ICTBC (CCC): PEDAGOGICAL AND DIDACTIC STRATEGY TO FACILITATE THE UNDERSTANDING OF AN INDUSTRIAL CYBERSECURITY MODEL BASED ON AN INNOVATION ENGINEERING PROCESS THROUGH THE CONCEPTUAL EXPANSION OF THE “MACCUMBER CUBE” Autores : ACEVEDOARANGO, EDGAR *
	56 - Understanding School Factors Related to Student Absenteeism in Brazilian Public High Schools: Insights for Educational Policy through a Clustering Approach Autores : Rebelo Marcolino, Markson*; Barros, Abilio; Silva, Débora; Matos, Diego; Lima, Andre; Marques, Leonardo; Vieira, Thales; Marques, Emanuel; Cechinel, Cristian; Oliveira, Elthon
	91 - Data at Hand: Inclusive Conceptual Data Modeling in Schools with Limited Technological Infrastructure Autores : Miyata, Marcos Noriyuki*; Lopes Leite, Leticia

DIA 3 - JUEVES 6 NOVIEMBRE

Hora	ACTIVIDAD		
7:30 -8:30	Registro		
8:30 - 9:30	Conferencia Magistral: Ambientes virtuales de aprendizaje y su integración a los contextos territoriales: Metodologías en la creación de Objetos Virtuales de Aprendizaje PhD. Juan Carlos Ceballos Guerra		
9:30 - 10:00	Cofee Break		
Hora	ACTIVIDAD	Hora	ACTIVIDAD
10:00 - 12:00	Sesión de Ponencias Sala 1 -Evaluación Educativa y Análisis Multimodal	10:00 - 12:00	Sesión de Ponencias Sala 2: Gamificación, Realidad Virtual y Juegos Educativos
	72 - Analysis of Prosodic Entrainment in Coordinated and Uncoordinated Group Dynamics Autores : Gody, Jaime ; Palma Ramírez, Dayana*; Miranda, Diego; Noel, Rene; Cechinel, Cristian ; Munoz , Roberto		52 - Adaptation of the Moodle H5P plugin as a gamified tool for data collection Autores : Larrosa, Manuel *; Laborde, Silvia; Tombesi, Ricardo
	78 - Immersive Environments and the Teaching of History. The University City of Caracas Project Autores : Morales, Ana*; Gutiérrez, Jesús; Silva, Antonio		53 - Virtual Reality for Empathy in Design Thinking: A Proposal for Undergraduate Education Autores : Artacho, Lucas*; Tori, Romero
	83 - (Not) another MOOC for learning computer programming with Python Autores : Moreno, Julian*; Gómez, María Clara; Ceballos, Fernando		55 - Serious Game focused on reinforcing STEAM skills with knowledge of basic arithmetic operations Autores : Silva Sprock, Antonio*; Morales Bezeira, Ana; Ponce Gallegos, Julio; Carmona, Rhadames; Mendoza, Leonardo
	89 - Equity Evaluation in Agile Teams through Multimodal Analytics: An Exploratory Study Autores : Escobedo, Carlos*; Miranda, Diego; Palma, Dayana; Noel, Rene; Cechinel, Cristian; Fernandez, Adrian; Muñoz, Roberto		93 - The Labyrinth: Balancing Fun and Learning in the Adaptation of an Open-Source Digital Game for Teaching Programming Fundamentals Autores : Silva, Josivan*; Ribeiro Lial, Mariana; Frango Silveira, Ismar
	92 - Towards a Quantitative Evaluation of Teaching Practices: An AI-Based Multimodal Analysis System Autores : Fernández Canino, Adrian*; Quiero Chocano, Ian Carlos; Menares, Romina; Cechinel, Cristian; Escobedo, Carlos; Noel, René; Munoz, Roberto		95 - From Play to Code: Teaching Foundational Web Programming with a 3D Educational Game Using KSA Matrix and TDD Autores : Silveira, Ismar*; Silva, Josivan; Oliveira Mineiro, Eduardo
	50 - Teaching Carboxylic Acids in Youth and Adult Education: An Experience Report of Supervised Internship I Autores : Gomes, Ana Flávia *		100 - Strategies involving ICT and CBL to explore the family domain during psychological interviews Autores : Ibarra Cabrera, Eliana*; Luna Ccoa, Verónica; Zuñiga Blanco, Arturo; Arias Figueroa, Kevin; Criado Huaylla, Luz; Ibarra Cabrera, Manuel
12:00 - 14:00	Almuerzo Libre		
14:00 - 16:00	Sesión de Ponencias Sala 1: Inteligencia Artificial, MOOC y Aprendizaje Colaborativo	14:00 -17:00	Workshop Sala 2
	4 - Continuing Education in Computational Thinking: MOOC Course Experiences Autores : Guarda, Graziela*; Bosse, Yorah; Weitzel, Leila		17 - Taller Maker Women STEM: Diseñando entornos pedagógicos inclusivos para mujeres en ciencia y tecnología Autores : Virginia Rodés (Institute for the Future of Education Europe)*; Alba Ruth Pinto Santos (Facultad Ciencias de La Educación, Universidad de La Guajira); Silvia Bustamante (Universidad Bolivariana del Ecuador); Diego Alejandro Pérez-Galeano (Institución Universitaria CEIPA); Leonardo David Glasserman-Morales (Institute for the Future of Education, Tecnologico de Monterrey, Mexico)
	5 - Analysis of Online Education from the perspective of undergraduate students of Computer Science and Computing Engineering and reflections on Blended Learning Autores : Guarda, Graziela*; García García, Julián Alberto; Escalona Cuaresma, María José; Gutierrez Rodriguez, Javier Jesus; Bosse, Yorah; Weitzel, Leila		
	33 - Educação e Regulação da Inteligência Artificial: Caminhos para uma Formação Ética e Sem Medos Autores : Pires, Gabrielly; Moro, Francielli; Frigo, Luciana*		
	34 - GAIA-SGD: A Framework for using Generative AI in Accessible Serious Games Design Autores : Silveira, Ismar*; Farinazzo, Valeria		
	41 - LAB_iê – An Ecosystem to promote collaborative learning mediated by technologies Autores : Leite, Leticia*; Da Cruz Souza Flores, Leticia ; Mazzarella Goulart Ferreira , Deise; de Oliveira Maciel, Náthalli		
	111 - Teachers' Perceptions of Linguistics Needs in Mexican University Students: An Exploratory Study to Create Open Educational Resources Autores : Balbuena Ortega, María del Pilar; Rodríguez Medina, Alma*; Martínez Cerqueda, David; Buenfil Rodríguez, Claudia Estela		

16:00 - 16:30	Coffee Break	17:00 - 17:30	Coffee Break
16:30 - 17:30	Objetos de Aprendizaje Sala 1	17:30 - 18:00	Objetos de Aprendizaje Sala 2
	20 - PANDEMIA DA COVID 19: ALFABETIZAÇÃO CIENTÍFICA POR MEIO DE NOTÍCIAS Autores : Paula Monteiro (UTFPR)*; Alex Sandro de Medeiros (UTFPR); Andrea Rocha Ferreira (UTFPR); Adil Souza Oliveira Junior (UTFPR); Everton Koloche Mendes Barbosa (UTFPR); Julia Maria Viudes Costa (UTFPR); Mara Luciane Kovalski (UTFPR); Maria Vitória Oliveira Rodrigues (UTFPR); Marcia Camilo Figueiredo (UTFPR); Michele Carvalho de Barros, (UTFPR); Paulo Sérgio Camargo Filho (UTFPR); Vinicius Augusto Melo Gomes (UTFPR)		102 - Influencing factors in academic engagement mediated by virtual learning attitude. An experience with TikTok in university students Autores : Gutierrez-Aguilar, Olger*; Duche-Pérez, Aleixandre; Tomaylla-Quispe, Ygnacio; Chicana-Huanca, Sandra
	22 - Fostering Student Engagement through Integrative Encounters in Distance Undergraduate Education Autores : Lopes, Fabio*; Fernandes, Leandro		

Día 4: Viernes 7 de Noviembre

Hora	Actividad
7:00 - 8:00	Registro Evento Satélite
8:00 - 8:30	Instalación Evento Satélite
8:30 - 9:20	Conferencia Magistral: De los objetos virtuales contemplativos e interactivos a los entornos de interacción.
	PhD. Germán Alberto Gallego Trujillo
9:20 - 9:50	Coffee Break
9:50 - 11:00	Panel Tecnologías Aplicadas al Aprendizaje
	PhD. Carina Soledad González González PhD. Eveling Gloria Castro Gutiérrez PhD. Germán Alberto Gallego Trujillo
11:00 - 12:15	Asamblea LACLO
12:15 - 13:00	Clausura LACLO 2025

Tiempo estimado de duración por trabajo:

- Ponencias 15 minutos de presentación y 5 minutos de preguntas.
- Taller 3 HORAS
- Objetos de Aprendizaje 30 minutos